

**ERRATA CORRECTED!**

<p><b>March / April 2011</b></p> <p><b>Volume 5, Issue 2</b></p>
<p><b>Inside this Issue</b></p>

<b>1</b>	PREP FIRES The Editor's column.
<b>2</b>	BOUNDING FIRE ASL Day in the Delta Mini – Tourney Event Info
<b>3</b>	AAR: J103 Assaulting the Russians (and how NOT to stop the SS).
<b>4</b>	Part 1 of our look at Italian East Africa in 1940 and the 4 <sup>th</sup> Indian Division
<b>5</b>	A Point Blank! Premiere of a SASL Campaign Game brought to you from Australia!
<b>6</b>	DEFENSIVE FIRE Answers to Trivia Contest #2
<b>7</b>	FPF Upcoming West Coast ASL events calendar and information
<b>8</b>	CLOSE COMBAT Ordering information

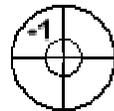
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# An Independent Journal of ASL® Thoughts and Ideas

*Published free of charge by the Silicon Valley ASL Club if you paid for this, you need to get your money back!*

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## Prep Fires

*Your Editor, Jon Halfin*

Spring has sprung, and so has MMP and CH with some new ASL releases! With all the new goodies to choose from, I'm eagerly waiting my ASL fund to grow to purchasing power this March and make a few new acquisitions. Topping my list is:

ASL Journal#9

The "Afrika Korps" Pack from CH- it's HUGE!

Also new for ASL this spring is the Updating of Desperation Morale Central by Mark Pitcavage. With new reviews and critical looks at all the new releases from August 2010 to now, it is definitely worth a look see before shopping time. You may not agree with his critiques of ASL gear, but it is a great benefit to see other views on whether a release for ASL is rated as

good or poor before deciding to spend that ASL fund.

As always, Our E zine is available online at Game Squad Forum free of charge in their download section for ASL, or at the SVASL Club Yahoo Group Website, free of charge. I have given permission to both ASL WebDexWiki, and Advanced Squad Leader . net to offer issues available for download free of charge also, at their leisure, as this is an active publication.

I have recently also made contact with, and we have decided to work towards a partnership with, the Nor Cal ASL Club Yahoo Group. By bringing many of the greater Bay to Sacramento area players together in some format, we may be able to resurrect an idea from a few years ago to enhance the ASL playing availability through a greater Bay Area ASL players Association. The 2 clubs have both offered forth volunteers to help with the writings in this newsletter, as well as with the upcoming ASL Day in the Delta. To this end, we will also carry contact information for the Nor Cal ASL Club in this newsletter as of this issue.

We remain committed to the goal of bringing out to explore the units and battles behind our cardboard heroes, in the hopes that some of these "forgotten battles" may yet see coverage in the ASL design arena. This does not by any means define that we will not publish variants; or tactical or strategic tips for ASL play. In fact, any articles are welcome for submission.

This issue is chock full of some goodies, including an AAR from a scenario in Journal 7, viewed from both sides. Also up on deck is our first look at the actions of the 4<sup>th</sup> Indian Division in the East African Campaign. This section will continue as we explore the entire campaign the viewpoint of this Division and the South African Brigade.

With the permission of it's designer, Andrew Kerekes (An inhabitant of the Australian variety), we are excited to

showcase a very well put together SASL Campaign based on the career of a true life Tiger "ace" Otto Carius. Mr. Kerekes has spent many long hours in developing this CG for the SASL players among us, and it is refreshing to see something new in SASL, an area usually "left out in the cold" when it comes to ASL products. Please make sure to let the designer know of your ideas, comments, or suggestions about this wonderful work, he can be reached at: [xcom@adam.com.au](mailto:xcom@adam.com.au)

He has also recently joined the ranks of VASL PBEMers worldwide. My personal congratulations to Andrew for designing this and offering it to us!

The trivia contest #2 answers and some important information for our upcoming "ASL Day in the Delta" round out this issue.

Keep Rollin' Low



## Bounding Fire

NORCAL Club Tournament Information and "Official" posting thereof:

The NORCAL Club, and this editor, will be hosting a "Game Day in the Delta" ASL Mini-Tournament on Saturday, July 9th, 2011. The format will consist of 2 rounds, with initial seeding by randomly drawn card matching. Any odd man out will face a moderator in the initial matching. All entrants must arrive for sign in by no later than 9:00am, on Saturday morning to participate for the prizes.

The entry fee of \$4.00 per participant will be need to be paid by all entrants prior to the end of the tournament Saturday evening. There will be a

"lunch" break provided for all entrants and moderators between the 2 rounds. Rounds will have scenarios featuring unusual match ups of nationalities and terrain, to test the entrants' skill with the various rules therein. Each scenario will be provided to the entrants' 10 minutes before each round begins, for their initial review and a brief Q and A for any questions prior to setup. Each defender will be allotted 15 minutes to set up their defense, each attacker will be allotted 15 minutes to plan their assault and set up, and then the play will commence for each round. Scoring for this tournament will be based on victory points earned per the VC's of the scenarios. Second Round seeding will be based on matching the best scoring attackers with the best scoring defenders from Round 1, and reversing the roles. The player with the most recorded victory points at the end of the day will take home the Tournament Trophy. A 6+1 "booby" prize will be awarded to the player who rolls the most 6,6 DR's in the 2nd round games, in partial compensation for being the "lousy luck" candidate. We will also be offering a 1 round ASLSK style tournament with a trophy going to the best ASLSK player based on the number of location VP earned in the SK scenario, per the VCs. Participants will not be allowed to enter both tournaments, however, ASLSK entries may still play the 2<sup>nd</sup> round ASL scenario if they desire, or any other "open game" scenario, until the last round is complete and scores are posted.

In all instances, the Moderators will not be eligible to win a prize. You do not need to be a member of the SVASL or Nor Cal ASL Club to enter, just a player of ASL or ASLSK, and this tourney is open to all ASL fanatics. The Tournament Info Pack and Map / Driving Directions page as well as contact phone #s for the moderators on Tourney Day will be available for free download from Game Squad Forum and the SVASL and Nor Cal ASL Club sites on Yahoo Groups on May 31<sup>st</sup>, 2011. Attendees will need to bring their entry fees, copies of ASL counters for

Italians, Japanese, British, Russian, and Chinese forces, and board sets. No other nationalities will be used during the tourney. If anyone is interested in assisting as a volunteer, please contact me at my e-mail address prior to May 15th, 2011. Anyone coming for an overnight visit the evening before is invited to an informal pre - Tourney "Meet and Greet" at a Delta Secret Food Location, The Gemma "T"'s Dive in Diner in Rio Vista. This place is the absolute BEST Ice cream and burger joint in the Delta. The Diner staff has graciously offered their tables for us to socialize about ASL before the tourney. If you desire dinner or dessert, their menu is very reasonably priced.

Our local hotels are very close to the ASL action at Brannan Island, and priced well, however, they are not Holiday Inn quality, being Rio Vista believes in maintaining more historic buildings for their businesses. If you are planning on staying the night before, you can reach the Rio Sands Lodge at (707) 374-6374, or the Imperial Motel at (707) 374-6341. Both are located within 10 miles of the Park. More modern accommodations are of course available in Antioch, located approximately 15 miles from the Park.

Don't forget to download your information pack and map / Driving Directions on or after May 31<sup>st</sup>, 2011. This will also contain your parking permit information that will allow you park free of charge on Game Day. Without this Group Parking tag, parking will be a \$8.00 fee.



## AAR#2 J103: Lenin's Sons

*(Assaulting the Russians and how NOT to stop an SS Attack)*

My esteemed opponent in this recent scenario from J7, Rick Salisbury, has graciously agreed to assist me in analyzing this SS Vs Russian scenario. Our result was a German win at the end of the scenario, but it appeared to be a foregone conclusion in the Player Turn before we finished.

Pre-Game:

Russian Commentary:

Russian Advantages: Mtr tube, SMCs.

Disadvantages: Covered approach route, tight LOS terrain, and inferior number of defending MMCs.

Jon picked this scenario and having played it once before as the Germans, I opted to play the Russians. I had lost as the Germans a year or so previously. All I remember about that game was that I had not moved fast enough, and I had strayed too close to the woods edge and had many units dm'd and killed by the Russian mortar.

I have played for 3 years or so, but until recently not very often. Setups are not

my strong suit, which explains my W-L record. Once I see an opponent's setup, it makes sense but looking at the blank board, it seems daunting.

In this scenario I needed to hold 3 out of the 10 buildings on the east side of the board. I figured on the German mass attack through the woods, as it is really the only choice the German has. My decision was how much force I should put forward to try and slow them down. Having only 8 squads against the 13.5 elite SS squads made me wary of sacrificing too many squads in the western woods. With German deployment and easy concealment gains, I figured any units in my forward defense were going to be overwhelmed pretty quickly. I ended up putting a sq and lmg on the woods edge that could hopefully retreat back to the 1<sup>st</sup> set of buildings. I also put a stack of dummies and a squad and leader in the middle of the woods. Looking back, this was my first "why did I" moment. Why did I put one of the 3 Russian leaders in the front line with no real purpose?

The mortar was put behind the hedges to guard the open field and the woods edges, and the HMG and MMG were spread out in 2 of the groups of buildings. My strategy was going to be to do a fairly quick orderly retreat and try to hold 3 of the 5 most south and east buildings.

Germans:

Advantages: A covered advance route, high morale, quantity of leaders, FT.

Disadvantages: Russian Commissar, need to take locations 1 full board length away in 6 GT with a long approach.

I was given the SS side in this scenario by my opponent, who picked the side after I had chosen the scenario. Looking at the terrain, I saw 2 basic choices for these SS troops to advance. The first consisted of a slow stealthy approach through the thick woods to the Victory locations on the top of the Board,

followed by a sudden late game assault into the final buildings for a win. The second would involve a bit more subterfuge: requiring some careful use of infantry smoke grenades and LOS hindrances to maintain concealment as you advanced up to the hedge line that separated the open area of the map from the Victory buildings, then exploiting into orchard groves to take the buildings from the bottom of the board. After looking at the useful quantity of leaders for these SS troops, and given their morale, it appeared using the woods to approach down one flank with ?ment intact would not only be feasible, it would put ½ of the visible Russian defense on the wrong side of the OG around the road, stop most Russian LOS until the Germans were in position to assault the buildings, place 3 of these buildings in easy reach of the woods exits, and allow an easy 2 ½ to 3 Game Turns to finish off the Russians at close range. Much better than doing a stand and fire at the mid – board hedge while taking longer fire from Russkies with WA.

GT1 German:

I had the engineers deploying into HS for DC and FT use, as I had previously determined the leaders would be necessary to move the advance along through the woods. With most MMCs passing their deploy TCs, the German counter stack roughly doubled on RPh1a. The woods setup made everyone get ?ment right off the bat.

GT2 German: I had the advance proceeding well, with forward scouts in contact, routing the Russian pickets easily and brushing off the NMCs vs them with their 8 ML. Only one 8-0 leader goes down to hide from incoming fire. (He would continue to do so for most of the game).

Russian: At the end of turn 2, my setup "why did I" moment had kicked me in the butt. My squad and leader in the middle of the woods were broken and over the next few turns, they would both

be CR'd, wounded, and killed and never return to duty.

GT3 German: I had the Germans ready to assault the closest buildings, and a kill stack with MMGs and the 9-1 making their way into a nice position to shoot at the known location of the Russ MMG. 2 buildings down at the end of the turn with MCs from DCs CR'ing the already broken defenders. Suprisingly, my opponent appeared to be surrendering the top side of the board in an effort to fortify the lower 1/2 of the VC buildings.

Russian: At the beginning of the Russian turn 3 I re-evaluated my position and decided for a big change. During my setup, I had forgotten that brush was concealment territory and thus the concealed German units were going to be able to assault move right next to the front 2 buildings facing the woods. My HMG that had originally looked so good there now looked like it was going to get 1 or 2 shots at a wall of concealed German stacks before it got left behind when its owner broke and routed. Luckily because all of the Germans were hiding in the safety of the woods, slowed down by two dummy stacks in the North, they had very little LOS to the main battlefield. I was able to do a Chinese fire drill with most of my units while facing no shots and only one loss of concealment. My HMG ran from the front buildings facing the woods all the way to the back corner building with dreams of laying future fire lanes across the roads that needed to be crossed. Everyone else readjusted themselves to get ready for the German hoards.

GT 4 German: had my FT team, armed and known but out of LOS exactly 3 hexes from the russ MMG, in the woods, and a wood building they could AM into at their leisure to burn the MMG at Long Range. By holding them until the end, I got the Russians to hold their MG fire until almost too late,

while winking in several units across the road, only 2 breaking, but they routed to the now non- – DM brkn 8-0 in the woods.

GT4b had the 8-0 bounce up, and recovering both broken MMCs, with most of the HS's recombining after advancing together. The Russians promptly proved the B11 is a bad thing with both MGs on Prep Fire, and this is the item I believe resulted in the loss for my opponent. Without the MG fire to stop infiltrators from crossing the road, I was easily able to push into the MMG nest in a VC building, as well as infiltrate to the wall adjacent to the HMG nest on GT5a.

Now at this time it became rather evident someone had not been active. It appears Der Kommissar was very busy talking on the telegraph lines with NKVD HQ in the rear, because he hadn't even unholstered his Nagant Revolver, much less used it to "motivate" any broken Russians. This I believe may have been the mistake that doomed the Russian defense. Without his "guidance" at the beginning, it was easy to eliminate almost 1/3 of the Russian defenders before GT3 by break, break – CR, break –elim. The Commissar had been set up to establish a redoubt for brokies on the other flank, well out of range for the top side defenders as they fell back in disarray.

Russian: And come they did, slowly and steadily. Too slowly I thought near the end. With a run of luck, I think I might have been able to hold enough buildings, but the breaking of my MGs along with Jon's skillful final turn doomed the Russians.

End Game:  
German:

Not to be outdone, the Russian was still able to fight it out to the end, with a pinned 4-4-7 in one building CC with a 5-4-8 and a 2-4-7 and a 8-0, and the other building with the russ 9-1 leader vs a 6-5-8 and a 8-1 leader CC but the

9-1 actually got ambush, allowing sequential CC.

So the 447 went down fighting, taking the HS with him on a CR, but the engineers and ldr still remained to claim the building for the SS, while the last roll to matter, the seq CC at 1:8 odds with a –2 DRM. Russians roll a 6,4 and then they get the 8:1 back, which elims him barely!!!. Talk about playing a good attack just to watch it fizzle at the end! I was almost ready to have the Russian Commissar shoot my 6-5-8 for not dispatching the russkie leader post haste.

Post game comments:  
German:

In any event, the game was very well played. I feel I had only one major mistake, this was trying to duel with the peashooter mtr from the tree line with a LMG, bad idea (airbursts), so I went about the problem by maneuver instead. My opponent lost, barely, but I had made his position untenable due to the poor choices I noted above. One final note, Hex H8 appears to be a lynchpin for the scenario, what Sun Tzu would call "Fatal Terrain". The Russians can't afford to lose this building, as noted by my opponent, but they also can't afford to invest too heavily in the defense of a board edge building.

I made a conscious effort in this game to follow some very basic rules for attacking, and I believe this led me to victory.

- #1. Play to achieve the VC.
- #2. Move, not fire. Prep Fire results in not advancing. Assault fire 6-5-8 and 5-4-8 troops make this one a no – brainer.
- #3. Leaders need to lead and rally, not direct fire. A corollary of 1 and 2. You gotta reach the buildings to attack them, you gotta move to get there.
- #4. The FT has intimidation value WAY over its usefulness. I held up good DFF's for 2 GT by holding the FT moves till the end.

All in all, a fun scenario for a 1 boarder, and definitely one I would try again from the other side. I think the Russians have some very tough choices here as to where to hold the line.

Russian:

Here is a summary of my thoughts on the game.

- 1) The broken side SS morale level of 9 was overwhelming. Even with a plain leader they were rallying on a 10. The few units that I broke would be back on the next turn.
- 2) I had not foreseen the power of the machinegun stack in the building at H8. With the 9-2 leader, it was capable of firing 16 flat shots at 3 of my 5 last stand buildings. My firepower was desperately needed to defend the road crossings and could not be spared to try and get a lucky shot to take out the stack.
- 3) A few of my “why did I”s. My leader placement described above and non-use of my commissar as it is described in Jon’s AAR.
- 4) My mortar broke sometime in the middle of the game and was never repaired. It would have helped make the German pay when they hit the edge of the woods.
- 5) The MG malfunctions toward the end of the game. I desperately needed them to stop the rush across the roads.

All in all it is not a bad scenario.

Although I believe my general defensive strategy could have worked, my execution did not support it. Also the strategy did make for a lack of action for the first 3 turns.



## Mare Nostrum?

*The first combat use of Allied troops in Africa was to stop the Italian expansion into the Horn of Africa in 1939-1940. We will be spending some time looking at different battles from this campaign.*

One of the most overlooked campaigns in ASL design today is the fighting that took place in Italian Somaliland and Eritrea / Ethiopia during 1939 and 1940. This “Backwater” of WW2 was the first test of the mettle of Italian troops in combat, and showed that even ill equipped and poorly led, the Eyties had the capability to fight back hard if pressed and motivated to do so. The Dologordoc fortress would prove the death knell of many brave Allied troops before its final surrender. This campaign took many long months to conclude, showed the Allied forces “Achilles Heel” in the lack of ability to supply large combat units in the uninhabited areas of the Desert, and how even poorly led, and poorly equipped, the Italian commanders had good tactical sense in how to fight a series of defensive and delaying actions that would test the mettle of some of the finest Allied infantry in WW2, among them the South Africans, The Indians, the Sikhs and the Punjabis. The Allied units fighting here would go on to achieve great feats if infantry fighting in the Western Desert a year later, taking their hard earned lessons with them as they ultimately defeated the Panzer Armee Afrika. If the Allies commanders had absorbed the strategic lessons of supply in the desert, the campaign for North Africa would have been much different and much shorter.

Let’s start with a look at exactly what the Italians were fighting with:

### ITALIAN FORCES DEPLOYED IN ITALIAN EAST AFRICA, 1 JUNE 1940

Italian East Africa Force Headquarters (Commando FF.AA.AOI) Originally these troops were deployed in and around Addis Ababa, but were moved after initial contact with the 4<sup>th</sup> Indian Division maneuver units to the Fort Dologordoc area.

Italian Officers: 420  
Volunteer Officers (Eritrean): 29  
NCOs: 727 Italian; 49 Eritrean  
4,824 Italian HQ and Supply Troops (These men were issued small arms, but had received no training whatsoever as to their use.)  
65 Eritrean Ceremonial Guards (These would be considered the “cream of the crop”, insofar as their abilities and weaponry.)  
1,468 Eritrean Conscripts (Most conscripted colonial troops were armed only with WW1 or even in some cases Napoleonic era rifles.)

In Eritrea Garrisons:  
802 Italian Officers  
116 Eritrean Volunteer Officers  
956 Italian NCOs  
184 Eritrean Volunteer NCOs  
6,350 Italian Troops (most of these were pre-war formation troops.)  
3,111 Italian Supply and Maintenance Troops (mostly unarmed with respect to firearms. Usually only the NCOs in a supply unit would have any type of firearm, this being a personal small arm such as a pistol or revolver.)  
30,342 Eritrean and Abyssinian Conscripts

In Somaliland Garrisons:  
458 Italian Officers  
35 Volunteer Abyssinian Officers  
437 Italian NCOs  
40 Abyssinian NCOs  
1,704 Italian troops of the 35o Regiazzo Bersaglieri Divisione

586 Ceremonial Abyssinian Guards (These men were loyal only to their officer contingents, and were experts in the use of the long spear in Close Combat.)

20,458 Eritrean and Abyssinian conscript levees (approximately 1/3<sup>rd</sup> of these troops was unarmed laborers who carried no more weaponry than belt knives and shovels in their packs.)

The standard practice for Italian occupation forces was to garrison any villages or towns located along any of the 5 passable roads for motor traffic with forces approximately equal to 1 ½ companies of infantry, usually backed up with light artillery or mortars firing from a concentration pit arrangement. This would take the 6-9 weapons and place them in a fan pattern of firing pits located at 15 yard intervals and positioned at a 50 – 75 meter distance from the center of the occupation forces HQ building, designed to allow voice communications and firing commands to be given to all guns simultaneously, while allowing easy access for runners from the HQ buildings.

Motorized units and the very few armored forces available were held at command level, in Addis Ababa or the Fort Dologordoc complex and plateau, and only parceled out to units as the Italian Force command deemed necessary to interfere with maneuver elements of the 4<sup>th</sup> Indian and 2<sup>nd</sup> South African Divisions.

A standard garrison force in ASL terms would consist of 1 or 2 Italian SMC regular army officers, in the 7-0 to 8-0 range, 1 “Volunteer” officer, for communications with the leveed conscripts, in the 6+1 category. In rare instances, the regular Italian NCOs were quite capable, so 1 in 4 garrison forces could feasibly include an 8-1 NCO leader. The troops would be in parceled out as 4 platoons of 2 squads of regular Italian army infantry, as 3-4-6’s for 3 of these platoons and 1 platoon of 3-4-7’s.

The conscript forces would consist of 7 to 8, 3-squad platoons of 2-2-6 MMCs. A single 2-2-7 HS would represent the HQ staff and ceremonial guard detachment that accompanied all regular Italian Army officers in garrisons before the entry of Italy into WW2. SW allocation for these garrison forces would amount to 4 x LMG and 1 x MMG and 1 x HMG per garrison, in ASL Terms. Note the lack of Brixia Mortars in the garrison forces. Per Force Command instructions, on Feb 10<sup>th</sup>, 1940, all Brixias and their assigned firing teams were detached and reassigned to the Italian Artillery units.

The firing artillery in this garrison would be represented by 4 x 45\* Brixia mtr and 4 x 1-2-6 vehicle crews, along with 1 x 65\* artillery piece and a 1-2-7 crew to man it.

Since the HQ staff had both the assigned mission and practiced art of providing runners to allow for command over the artillery positions, the 2-2-7 HS should be allowed by SSR to pass a NTC in order to create a (1)-0-6 unarmed SMC that when entering an artillery unit location, can direct fire or rally troops (with a 0 DRM), as a normal SMC could, until the end of the Player Turn, and then be eliminated with no loss of VPs, in any scenario involving these garrison troops.

Unarmed trucks and cars were in rather abundant supply to these garrison units, due to their necessity for supply and maintenance of the garrisons, so each force should be allowed as many unarmed Italian or Axis Minor Trucks as needed to transport the entire artillery force and HQ unit.

Any armored unit would be most likely a roving patrol force, and would typically consist of no more than 2-3 ACs or tankettes. Such possible presence would certainly meet the requirements for a RF of 1.5 in any DYQ of a scenario involving these garrisons.

The fighting at most of these outlying garrisons was extremely commonplace in the early maneuvers of the Allied army efforts to remove the Italian occupation troops, and would typically have resistance offered by the garrison for periods of up to 1 full day before they would then typically load up in the middle of the night and retreat to the next garrisoned village on the roadway. (This of course meant the survivors from each garrison would act as a “reinforcement” to the next garrison in line. In practice, the strategy had the flaw in that these “reinforcements” also would be recently defeated, and would encourage low morale and even defection from the next garrison/ Due to this, most scenarios depicting early actions in Italian East Africa should depict these small and isolated outpost actions.

(This ends part I of the look at the Italians in East Africa. Look for part II in our next issue!).



## Caruis: A SASL Campaign

*Otto Carius was a “Tiger Ace” in WW2, serving actions both on the Eastern Front, in his PzKpW1e, and also later on in the final defenses of the Western Front with a Special Heavy Panzer unit in the JgPzVIb The designer, Andrew Kerekes, has*

graciously allowed us to premiere this SASL CG for your collection.

## SASL – “Tiger Ace - Otto Carius” Campaign

The following SASL Campaign is designed to loosely mimic some of the battles that the German tank commander Otto Carius fought in. It covers the period from January 1943 to February 1945. All information was obtained from the book “Tigers in the Mud: The Combat Career of German Panzer Commander Otto Carius” (Publisher: Stackpole Books 2003).

There are several assumptions made when designing this campaign. From the book, the 502nd Heavy Panzer Battalion 2nd company spent a fair bit of time supporting infantry or supported by infantry. Thus this campaign includes both an infantry company as well as 2 tigers for the player to control. While historically inaccurate for all the battles listed, this is done so the game would be more interesting to play. Also there is little mention of weather conditions in the book, as a result no weather conditions are listed for each scenario. Players are encouraged to either roll for weather or decide on the weather before play. In addition only one of the battles for each month has been listed rather than including all the operations that he was involved in. The ones included have also been done to give players a variety of different scenarios.

For those players that do not have the time to complete all scenarios listed players can play 4 out of the 10 scenarios instead. Either roll randomly or choose those scenarios that you would like to play. If the shorter campaign is chosen adjust the medal awards to the following numbers <2, <3, <4, <5, <6, <8, >8 Board Choices should be random, but try to remain consistent with the general guidelines given for each Mission. If there are 2 or more boards that could be selected to meet the general criteria, rs by DR should be used to determine the board(s) to use. All boards should be configured with their numerical facing determined as follows:

DR:

Odd: Numeral faces North  
Even: Numeral faces South

There are several additional rules outlined below, these

### rules apply to all the scenarios in the campaign.

If at any stage the tank commander representing Otto Carius is killed, the leader chit is removed from play and takes on the wounded status. The leader immediately misses the next campaign battle but the battle after that the player makes to roll to see if he recovers from his wounds. “Otto Carius” has a command range of 4 hexes not 2 hexes as stated in SASL rule book (mainly due to the radios fitted in German tanks), in addition he only fails his command roll on a *um* roll of 12. When rolling for promotions for the German leaders after a battle, roll one dice for each leader. The one with the highest die roll is promoted. If “Otto Carius” killed any combination of 3 or more enemy tanks/ordnance pieces, then he receives +1 to this die roll.

### Eastern Front Only Specific Rules

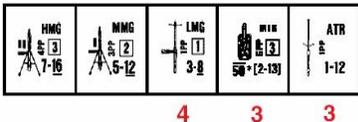
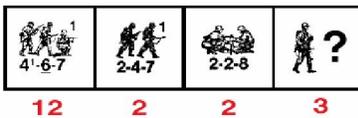
All Russian AFV are always buttoned up (if able to do so) and can never go CE. This is specifically mentioned in the book that the Russian tanks always buttoned up at the first sign of battle and never went CE.

### Western Front Only Specific Rules

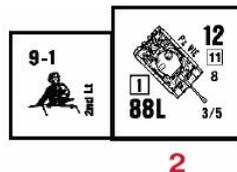
By 1945 the Germans on the Western front were less than willing to put up a determined resistance. All units other than the leader chit representing “Otto Carius”, have their command activation number lowered by one.

### Starting Forces - 1943 US# 63

#### 1st Rifle Company 61st Infantry Division



#### 2nd Company, 502nd Heavy Panzer Battalion

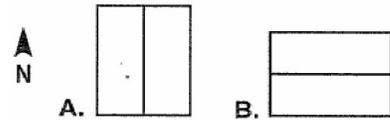


## Campaign Missions Eastern Front

### July 22nd 1943: Mop Up Operation South West of Ilovaskij

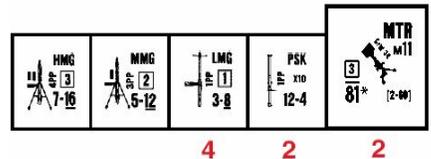
#### Mission 2 – Pockets

Map board from West to East (option A):  
Open/Rural; Village



### August to October - Rest and Refit

Replace the current infantry support weapons with those listed below:



### Infantry Reinforcement Rule from August 43

The German rifle company with “Otto” starts with 12 squads but after Aug 43 the rules state they are reduced to 9x 4-6-7 squads. To reflect this, any losses to the company are replaced up to the number of full squads for the date specified.

Example 1: In December 43 the rifle company has 12x 4-6-7 squads and 2x 2-4-7 squads. After a battle they suffer 1 squad killed outright and another squad reduced to a half squad. The unit now has 10 full squads and 1 half squad. During the reinforcement phase the half squad can be reinforced back to a full squad but the squad killed is not replaced as their current strength is above that for the date specified. Thus infantry’s company strength now has 11 full squads but they don’t receive additional reinforcement as their strength is still over the 9 squads listed for the date specified.

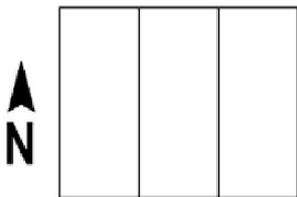
Example 2: If in the case above the infantry suffer 2x 4-6-7 loses and 4 were reduced to half squads their strength at the end of battle would be 6x 4-6-7 squads and 6x 2-4-7 squads

(4 half squads from battle plus the two to start with). The German player puts aside two of the half squads and the 6x 4-6-7 squads. The remaining 4 half squads are recombined to form 2 squads. The player now has 8x 4-6-7 squads and 2x 2-4-7 squads and therefore could roll to get 1 full 4-6-7 squad replacement as that would bring their strength up to 9 full squads.

**November 7<sup>th</sup> 1943: Russian Attack near Lowez**

**Mission 14 – Human Wave**

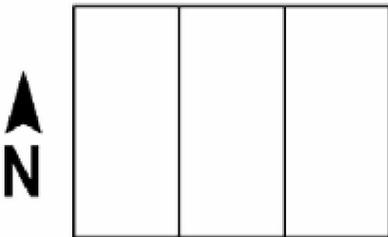
Map board from West to East: Hill; Open/rural; Hill



**December 16<sup>th</sup> 1943: German Counter Attack near Lowez**

**Mission 1 – Cautious Advance**

Map board from West to East: Open/Rural; Hill; Hill



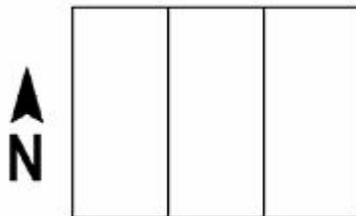
Note this is a 3-map board game not 1 as specified in the mission

**\*January 21<sup>st</sup> Defense of Wolosaro**

**Mission 11 – Hold the Bridge**

Map board from West to East: City; River; Village

German forces setup anywhere on the village map board, all other conditions as per scenario. Note this is a 3-map board scenario not 2.



*Special Scenario Rule:* any infantry reinforcement the Germans roll, (excluding engineers), the

infantry type is not rolled for but are automatically SS 6-5-8 units representing the III SS Nordland Division defending the bridge head.

**February 16<sup>th</sup> 1944: Defense of the Narwa Bridgehead**

**Mission 10 – Hold the Line**

Map board from West to East: city; river

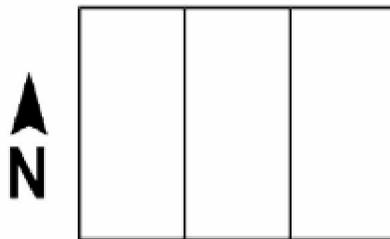


Special rules: River is frozen over

**March 17<sup>th</sup> 1944: Counter Attack at Tirtsu**

**Mission 5 – Take the Highway**

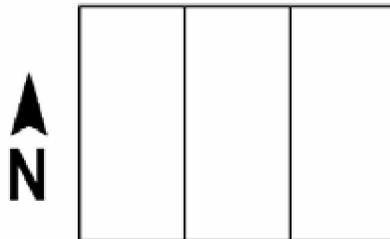
Map board from West to East: Open/Rural; Open/Rural; Woods



**June 26<sup>th</sup> 1944: German Assault on Sujewo Hill**

**Mission 1 – Cautious Advance**

Map board from West to East: Open/Rural; Open/Rural; Hill



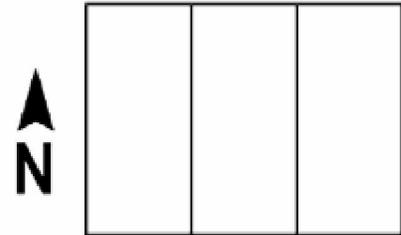
Note this is a 3-map board game not 1 as specified in the mission

**July 24<sup>th</sup> 1944: German Attack at Bolnorycze**

**Mission 1 – Recon**

Map board from West to East: Hill; Village; Woods

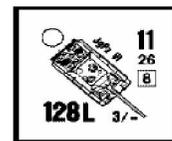
Germans attack from the west



**Western Front**

Historically Otto Carius was severely wounded on 24<sup>th</sup> of July and spent the next several months recuperating from back, thigh, arm and neck wounds. He was then transferred to the 512<sup>th</sup> Heavy Panzer Battalion on the Western Front.

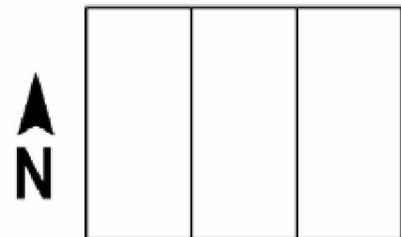
Replace the 2 Tiger tanks with 2 JgPz VI.



**\*March 17<sup>th</sup> 1945 Attack at Weidenau**

**Mission 1 – Cautious Advance**

Map board from West to East: Woods; Open/Rural; Village



Note this is a 3-map board game not 1 as specified in the mission

**\*April 4<sup>th</sup> 1945 Ambush on the Ruhr Highway**

**Mission – Ambush\*\***

Map board from West to East: Woods; Open



\*\* Scenario setup as per patrol however Germans set up anywhere on the wooded board in defensive positions (not in convoy) while US forces set on in convoy on any Eastern most board road hexes. German tanks that setup in woods do not roll to bog. US forces must at least have 4 tanks in the convoy. If not, re-roll until they do.

\*Unable to confirm date of action

(please see the associated "Carius.pdf" file for the awards charts to evaluate your CG play).



**Club News:** This is our New column, designed to bring the greater Bay to Sacramento area ASL players together. We will be posting information feeds as we get them for both Clubs

### **SVASL Club:**

On the Point Blank! Front, our own Andy Daniels has graciously agreed to assist myself in proofreading and revision comments for our hopefully more regular articles for the "Back to the Basics" Column. Thank you Andy, we know that your work for the ASL hobby is already a large time commitment, so your help here is doubly appreciated, especially by me!

I have acquired a set of WW2 – themed cards with ASL themed backs, that are laminated, and after the "ASL Day in the Delta" tourney, I will be sending them down for Michael Rhodes to use in the upcoming KublaCon in September. These make randomly seeding opponents for a first round both easy and enjoyable. Thanks to our donor in the club who desired to remain anonymous for making these for our tourneys!

SVASL Club regular meetings are scheduled for the 4<sup>th</sup> Saturday of every month, at the game room of the Game Kastle, located at 1350 Coleman Ave., Santa Clara, CA 95050 ph: 408-727-2452  
<http://www.gamekastle.com>

### **Nor Cal ASL Club:**

Bryant Henley, a member of the SVASL Club, and Moderator at the Nor Cal ASL Club, has accepted my offer to work as a "house newsletter" for the other half of the greater Bay area and Sacramento ASL players in the Nor Cal ASL Club. To this end, Point Blank! Is now the newsletter for both Clubs as of this writing.

Bryant just finished the one-day ASL tourney at ConQuest SF in Sacramento, and we bring you this AAR of the tournament activities:

#### **ConquestSac Tournament Results:**

Just wanted to say thank you to all who braved the stiff ConQuestSac admission fees, and joined in the ASL festivities at the first event hosted for ConQuest Sac. It was great to see everyone, and I really appreciate your willingness to pass the 'spending cash personal MC' in support of the hobby.

#### **Round One:**

Dave Story played Scott Murata in Gavin Take (Dave for the win). Bryant Henley played Dick Mitchell in the same scenario (I won, but DQ'ed myself from the tourney since I was setting it up). Dennis Donovan played Charles Stevens (I believe Dennis won that one but I forget the scenario they played).

#### **Round Two:**

In the next round, I played Dave and won in No Mercy in Burcy. Scott played Dick Mitchell and won (though I don't know which scenario they played).

We named Scott and Dennis co-champions (the each had one win, and Dave kindly declined a prize since I had

only two to offer) ). Dennis went home with a copy of MMP's action pack 6 a Decade of War. Scott took home a Critical Hit pack covering an Italian conflict in Bracchi Hills.

Congratulations, gents!

I'm now curious to see if people would be interested in doing an annual (or more frequent?) tournament. I heard rumblings that one of our members was contemplating putting together a tournament. In the interest of secrecy, I won't name names, but Roger - is this true? :-). Given the cost of admission for ConQuestSac, if I were to do this again, I would probably look into other options for our next tournament (i.e. - free options). Dick Mitchell suggested doing a tournament at A-1 Comics in Roseville, which I think would be great. What do you all think?

( This brings us to our next news item from Nor Cal ASL Club)

Roger Foss of Nor Cal ASL has both kindly offered to coordinate / prepare for an ASL tournament in the Central Valley area, or even perhaps a location more equidistant between the two ASL Clubs in hopes of getting a little friendly competition started between us. Roger is also working diligently as a newly drafted 7-0 in assisting with both writing and revising Point Blank! Articles, and I UNIMAGINABLY appreciate the help. Thanks Roger!

Also from Nor Cal ASL, Bryant Henley has graciously volunteered his services to run the ASLSK event at ASL Day in the Delta, as showcased earlier in the newsletter.

Nor Cal ASL Club has three separate meeting locations for the ASL players in the group. The primary one is at:

Location: Olde World Games, 123 Peabody Road, Vacaville Street: 123 Peabody Road City State Zip: Vacaville Phone: 707-455-8445 Notes: Hello all,

Come one, come all to Olde World Game in Vacaville! Opening bell is at 11 am and closing bell is at 11 pm. See you there.

We have subsidiary groups meeting throughout the valley also most notably:

the Miniature Wargaming Society of Sacramento meetings are only on Sunday, at the Carmichael library here in Sacramento. We have 2-3 ASL players involved so if you come up for a day trip, let us know in advance and we can get you into a game.

And also:

There's also a small group playing ASL on the 1st and 3rd Sundays at Endgame in downtown Oakland. I do believe most of the ASL players overlap this group and the Bay area Wargamers yahoo group so it'd be find asking for a Sunday game here for the other group.

( These helpful tips from the members at Nor Cal ASL Club.)

With all of these options, we hope that any ASL player in the greater Bay / Valley Area can make contact and find a game!.

Sounding Off!



## Defensive Fires.

*Letters to the Editor*

You can definitely count me in for an assist on an ASLSK event as well. I think that's a great idea. Let me know if you want/need any help setting it up. I would be happy to help in any way possible.

-Bryant

### *Opponents wanted:*

Seeking VASL PBEM opponents for just about anything. .... I prefer IFT. Please e-mail me at witchbottles@gmail.com if you are interested.

## 2nd ASL Trivia Contest!

Answers to the 2d ASL Trivia Contest:

Well, we only had one entry, so I believe the ASL Trivia Contest will be a column going away soon In any event, the Answers:

FKAC

1. What caliber was the Boys ATR round? A: 15.5 mm. What was special about this cartridge design? A: This was the first known ammunition designed to use an APCR Tungsten cap. Prior to this round being developed, all ammunition used in ATR's or High velocity weapons was being designed with a Hardened steel cap, which would easily crack and splinter on impact with armor plating.

CoB

2. What unusual terrain feature made Rangoon, Burma indefensible for it's garrison forces in 1942?A: The Arakan Peninsula consists of vast salt marshes that are incapable of holding the weight of a human being, much less any crew served

weapon. Given that the marshes had numerous inroads of waterways navigable to any flat bottomed boat,. The IJA troops were easily able to penetrate into the city center without facing a developed defensive line.

3. What were the NKL's? A: The North Kachin Levees. They represented the first use of British Chindits in Burma to develop a guerilla force to fight the IJA occupation forces.
4. What was the most unusual feature of the standard firearm issued to IJA officers in WW2?A: The Nambu 6.35mm pistol was poorly designed from start to finish. Its major flaw was an exposed trigger sear on the left side of the frame that would allow firing the weapon by simply applying slight pressure to the exposed steel spring.

Yanks

5. What was the nickname given to the Sherman tank variant mounting 100MM rocket racks on the turret in a MRL mount? A: The "Calliope". Named after the popular US name for a large pipe organ.
6. What reward did Sgt Cullen earn for his unique design to penetrate hedgerows? A: Sgt Cullen developed the Cullin Hedgerow device. His reward, however, was to be transferred to a Field Supply detachment at Utah Beach, as his Commanding Officer did not believe the device could work, and had already informed the Sgt that this request for field modifications was "dead in the water". When our intrepid Sgt went over his head, he got rewarded by being sent to a backwater job. Luckily, the Dept of the Army later corrected this and 1<sup>st</sup> Sgt Cullen, US Army, was later awarded the Soldier's Medal for developing a weapon system designed to save US lives.

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